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GENERAL INFORMATION

OBJECT

Player(s) insert coin(s). The rack spins clockwise in the game until the player(s) pushes the yellow "HIT THE BRAKES NOW" button at the prize they want. The rack will slow down and eventually stop. If the prize is stopped on the green LED lights the prize is then ejected out of the rack. The prize can then be retrieved out of the prize box near the bottom of the game. If the prize did not stop on the green led lights the prize is not won and the game is over.

INSTALLATION INSTRUCTIONS

- Inspect all cargo for damage to the outside of carton before removing. If there is any sign of damage, indicate on the Bill of Lading prior to driver departing. If damage is found after the driver leaves, contact Bay-Tek immediately.

- Remove keys from coin return to open the front door.

- Remove shipping screw and shipping cardboard that is underneath the rack.

- Power cord is coiled on the floor of the game. Uncoil the cord and feed it through the hole that is in the center of the back of the game.

- Whistle Stop is equipped with casters for easier relocation and service. The front casters are lockable. Make sure they are in the "off" position before attempting to move the game.

- Put the game in the desired location. (No rear access to the game is necessary.) When the game is in the desired location, flip the handle on the front casters to the "on" position.

- Use glass cleaner to clean the acrylic and glass inside and outside of the game.

- The game is set to the standard factory settings. Variations and user changeable features are listed in this manual.

- Fill the individual rack compartments with your favorite choices. If your game is a ticket-dispensing model, fill the ticket tray that is located in the front corner of the bottom of the game.

- Plug the game in and turn the powerstrip on.

- Check the game to make sure that everything is working. If something is not working or if anything goes wrong during the life of the game, contact the service department at: service@baytek.com, or (920) 822-3951.

FILLING INSTRUCTIONS

- Thoroughly read the **Rack Setup** section in this manual.
- Turn the powerstrip that is in the bottom of the game to the "off" position.
- Fill each individual rack compartment with the various prizes. Make sure that the right size boxes, CD's, and capsules are in each compartment. (Rack compartments are labeled.)
- If the game is a ticket dispensing model, read the **Ticket Value Settings** and the **Mercy Ticket** sections of this manual
- Turn the game on by using the powerstrip.
- If the rack got misaligned while putting in the prizes, follow the steps in the Rack Setup section to align it. (You will know if it is misaligned when the red LED lights on the arc circuit board do not line up with the rack compartments after the rack goes through one revolution.)

SPECIAL FEATURES

TILT PLUMB BOB

This game has been equipped with a tilt plumb bob similar to those used in pinball games and various other games. This plumb bob is meant to protect the game from certain types of theft. When ever the game is shook hard, the tilt plumb bob will activate a reset function. If the game is in the play mode, the game will reset, an alarm will sound, and no prize will be dispensed. If the game is in the game setup mode and the tilt plumb bob is activated nothing will happen.

PRIZE STORAGE

Each Whistle Stop is equipped with a covered bin in the bottom of the game. This bin is to be used for prize storage. When using this bin, make sure that when taking it in and out of the game that the bin does not get pushed into any circuit boards, motors, or wiring harnesses.

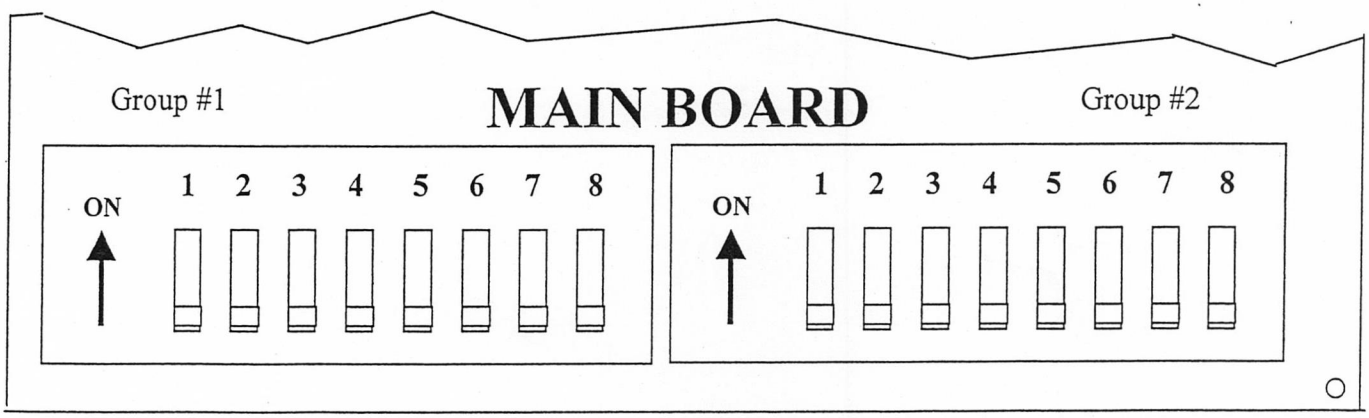
ACCESSIBLE CIRCUIT BOARDS

The "Arrow, Arc, and credit" circuit boards can be accessed by following these easy steps:

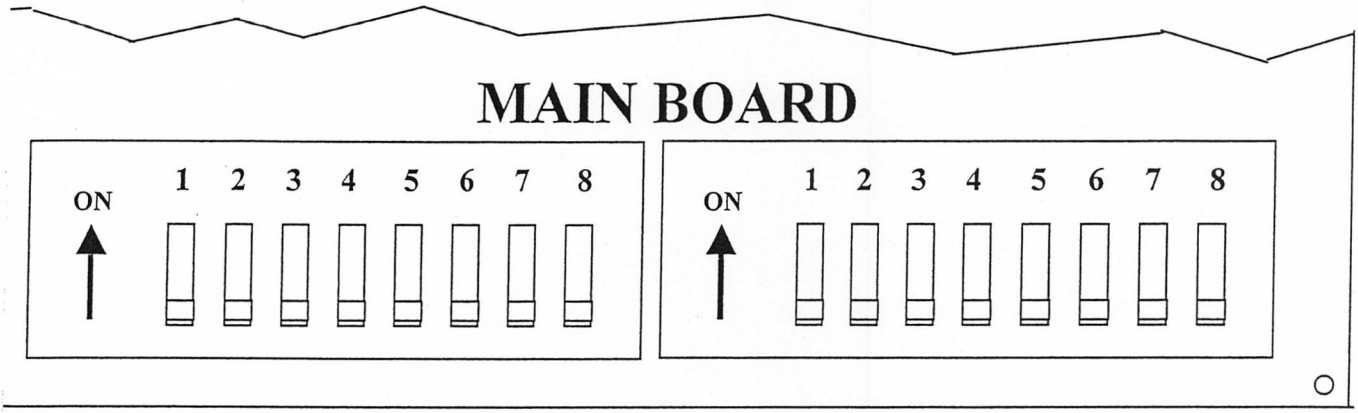
1. Unscrew the set screw from the bottom half of the train signal. Pull the top half of the train signal off so that the base is only attached to the left interior piece of acrylic.
2. Unscrew the four screws holding the left interior piece of acrylic in, and unscrew the three screws holding the right interior piece of acrylic in.
3. Remove the pieces of acrylic. Be careful not to scratch them or the circuit boards.
4. You should now be able to see the black shelf board that the circuit boards are attached to. Locate the three screws that hold this board to the board underneath it. These three screws have wing nuts on them.
5. Unscrew these wing nuts.
6. Pull the black board partially out, and unplug the main white telephone cable that is plugged into the "Arc" circuit board and the "Main" circuit board in the bottom of the game. (You need only to pull the plug on the "Arc" circuit board.)
7. The shelf board can now be removed from the game.
8. To install the shelf board, reverse these steps.

PROGRAMMING

There are two eight pole dip switches located in the lower right-hand corner of the main board. The switches can be accessed by removing the plastic cover that is over the main board. The dip switches should look just like the diagram below.
When setting the dip switches, turn the game off by using the powerstrip located in the game on the floor in the back. Set the dip switches to the desired settings, wait 30 seconds and turn the game back on.



PROGRAMMING (cont.)



X-closed or on position
O-open or off position

Group #1

Switch # 1	2	3	Coins per play
X	X	X	8
X	X	O	7
X	O	X	6
X	O	O	5
O	X	X	4
O	X	O	3
O	O	X	2
O	O	O	1

4	3 Plays for a dollar (DBA only)
X	Enabled
O	Disabled

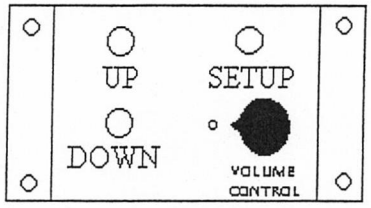
7	Attract Mode
X	On
O	Off

Group #2

Switch # 8	Ejector Test Mode
O	On
X	Off

RACK SETUP (MODE 9)

Diagram 1



When the Whistle Stop game leaves Bay-Tek, the rack assembly is calibrated to function normally. However, under some circumstances, (main board repair, game malfunction, etc...), the rack will need to be re-calibrated. You will know it needs to be re-calibrated when the LED lights on the "Arc" circuit board and the middle of the individual rack compartments do not line up. To re-calibrate the rack assembly, follow these simple steps:

1. Locate the rack setup bracket in the coin mech. compartment. It will look similar to diagram 1.
2. Push the "SETUP" button once. The value on the "Credits" display board will change to "0" and then move from the right side to the left side.
3. The game is now asking for the "Mode" that you want to be in. Push the "UP" or "DOWN" buttons to toggle through the "Modes" until it reaches the 9th "Mode."
   (The number "9" will show up in the "Credits" display.)
4. Push the "Hit the Brakes Now" button once. The rack will stop turning and the "Credits" display will have four dashes flashing in it. Three lines will show up in the "Arc" circuit board in front of the "Hit the Brakes Now" button.
5. Push the "UP" button to turn the rack assembly clockwise or the "DOWN" button to turn the rack counter-clockwise. Position the rack assembly so that the rack compartment in Zone 1 (the zones are labeled in diagram 2) is centered on the middle line of the three lines.
6. Once the middle of the rack compartment in Zone 1 is lined-up with the Lines on the "Arc" circuit board, push the "Hit the Brakes Now" button once. The rack should then start turning again. Wait ten seconds and the four dashes in the "Credits" display will disappear and the "0" will come back up on the right side of the "Credits" display.
7. Observe the rack turning for two complete rotations. Make sure that the lines on the "Arc" board line up with the centers of the rack compartments. If they do not, repeat the steps above or contact the service department at Bay-Tek.

Note: Once the rack is calibrated, you should not have to do it again. However, under certain circumstances (as explained above) you might have to.

SKILL LEVEL SETTING (MODE 8)

It is possible to set the skill level on each individual rack compartment on the Whistle Stop game. This means that an expensive prize can get a higher level of difficulty

SKILL LEVEL SETTING (cont.)

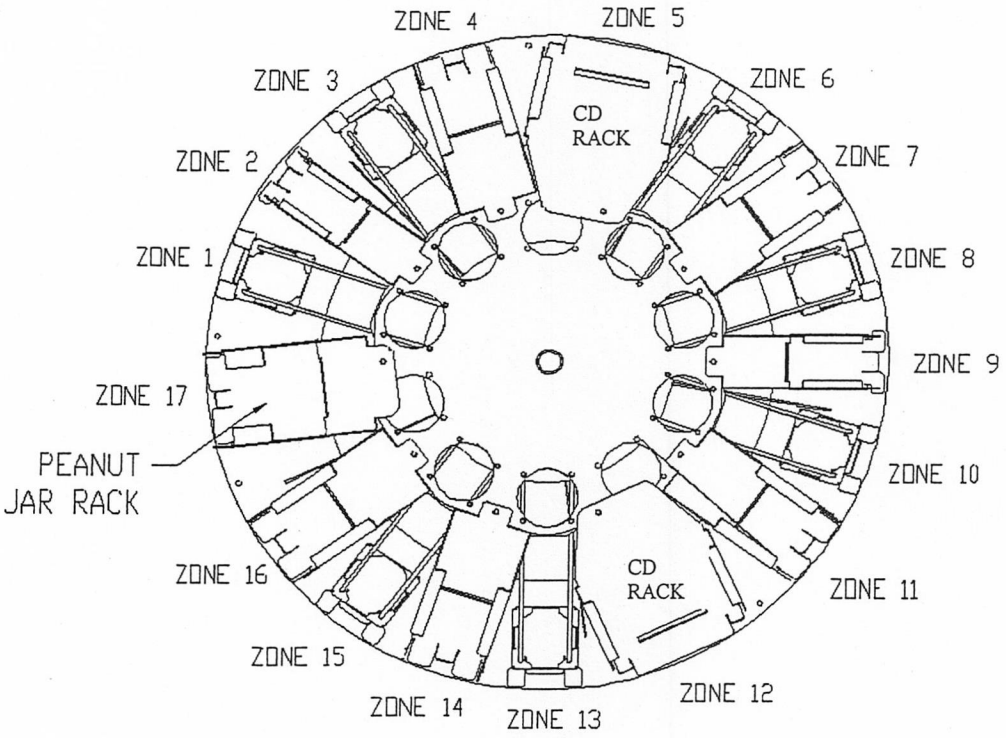
than a less expensive prize. When the game leaves Bay -Tek, the capsule rack compartments are set at an easy skill level and the rest of the rack compartments are set at a harder skill level. Due to the variation in the prize prices you might want to set the more expensive prizes at a higher level of skill. To do this follow these directions closely:

1. Locate the rack setup bracket in the coin mech. compartment. It will look similar to diagram 1.
2. Push the "SETUP" button once. The value on the "Credits" display board will change to "0" and then move from the right side to the left side.
3. The game is now asking for the "Mode" that you want to be in. Push the "UP" or "DOWN" buttons to toggle through the "Modes" until it reaches the 8th "Mode."
   (The number "8" will show up in the "Credits" display.)
4. Once you are in the 8th "Mode," push the "Hit the Brakes Now" button once. The rack will then slow down and stop at the capsule compartment in Zone 1. (The zones are labeled in diagram 2.)
   Note: The capsule compartment in Zone 1 will stop at the green arrow on the instruction panel where the "Hit the Brakes Now" button is.
   If the capsule compartment does not line up with the green arrow, the whole rack has to be re-calibrated. If this happens, you must exit this "Mode" by pushing the "SETUP" button once and then follow the directions in the **Rack Setup** section in this manual and then start the skill level setting over again.
5. The level of difficulty for the capsule compartment in Zone 1 is now displayed in the "Credits" display board. The levels go from 1 to 255. 1 being the hardest level and 255 being the easiest level. It is important to realize that these two numbers are extremes and are probably impractical. When the game leaves Bay-Tek, the capsules are set at 120, the card box (toys) are at 10, the card box (watches) are at 6, the card box (pocket watches) are at 5, the small watch boxes are at 5, the coin boxes are at 7, the peanut jars are at 5, and the CD's are at 7. You can toggle through the skill levels using the "UP" and "DOWN" buttons.
6. Once the skill level that you want is displayed in the "Credits" display board, push the "Hit the Brakes Now" button once. This will enter the value into the memory and it will turn the rack so that the next rack compartment will line up with the green arrow on the instruction panel.
7. The skill value for the rack compartment in Zone 2 is now displayed in the "Credits" display board. Follow steps 5 and 6 to set the values for the rest of the rack.
8. If you only need to set one of the rack's skill value, follow steps 1 - 4. You can then toggle through the rack compartments using the "Hit the Brakes Now" button. Once you get to the rack compartment that you want, set the skill value by pressing the "UP" and "DOWN" buttons.
9. When the skill value(s) that you want are entered for the whole rack, press the "SETUP" button. This will end skill level setting "Mode." The rack

SKILL LEVEL SETTING (cont.)

will start spinning again and 4 dashed lines will appear in the "Credits" display board. After ten seconds they will disappear and the game will go back to the play "Mode."

Diagram 2



PRIZE EJECTION COUNTER (MODE 7)

It is possible to perform an audit on each individual rack compartment. Each individual rack compartment has a built in counter that counts the number of ejections that it has had. This number includes the number of ejections that has happened for that rack compartment during our Q.C. process. It is important to realize that the number will not be at zero. Therefore, the number should be written down for each compartment if it will be used as a reference. (Log sheets have been provided in this manual.) To do this, follow these steps to access the prize ejection counters:

1. Locate the rack setup bracket in the coin mech. compartment. It will look similar to diagram 1.

PRIZE EJECTION COUNTER (cont.)

2. Push the "SETUP" button once. The value on the "Credits" display board will change to "0" and then move from the right side to the left side.
3. The game is now asking for the "Mode" that you want to be in. Push the "UP" or "DOWN" buttons to toggle through the "Modes" until it reaches the 7th "Mode." (The number "7" will show up in the "Credits" display.)
4. Once you are in the 7th "Mode," push the "Hit the Brakes Now" button once. The rack will then slow down and stop at the capsule compartment in Zone 1. (The zones are labeled in diagram 2.)
   Note: The capsule compartment in Zone 1 will stop at the green arrow on the instruction panel where the "Hit the Brakes Now" button is. If the capsule compartment does not line up with the green arrow, the whole rack has to be re-calibrated. If this happens, you must exit this "Mode" by pushing the "SETUP" button once and then follow the directions in the **Rack Setup** section in this manual and then start the prize ejection counter check over again.
5. In the "Credits" display, the amount of ejections for the capsule compartment in Zone 1 will be displayed.
6. To move to the next rack compartment, push the "Hit the Brakes Now" button once. The amount of ejections for that rack compartment will now be displayed in the "Credits" display. You can continue around the rack assembly by pushing the "Hit the Brakes Now" button.
7. When all of the rack compartments that you want checked have been checked, push the "SETUP" button once. This will end the prize ejection counter "Mode." The rack will start spinning again and four dashed lines will appear in the "Credits" display board. After ten seconds they will disappear and the game will go back to the play "Mode."

FOR TICKET DISPENSING MODELS ONLY:

TICKET VALUE SETTINGS (MODE 6)

It is possible to set and change the compartment ticket values on the Whistle Stop game. The ticket values range from 0 to 9999 (default setting is 0.) To do this follow these simple steps:

1. Locate the rack setup bracket in the coin mech. compartment. It will look similar to diagram 1.
2. Push the "SETUP" button once. The value on the "Credits" display board will change to "0" and then move from the right side to the left side of the display.
3. The game is now asking for the "Mode" that you want to be in. Push the "UP" and "DOWN" buttons to toggle through the "Modes" until it reaches the 6th "Mode."
   (The number "6" will show up in the "Credits" display.)

TICKET VALUE SETTINGS (cont.)

4. Once you are in the 6th "Mode," push the "Hit the Brakes Now" button once. The rack will then slow down and stop at the capsule compartment in Zone 1. (The zones are labeled in diagram 2.)
   Note: The capsule compartment in Zone 1 will stop at the green arrow on the instruction panel where the "Hit the Brakes Now" button is. If the capsule compartment does not line up with the green arrow, the whole rack has to be re-calibrated. If this happens, you must exit this "Mode" by pushing the "SETUP" button once and then follow the directions in the **Rack Setup** section in this manual and then start the ticket value setting "Mode" over again.
5. The ticket value for the capsule compartment in Zone 1 is now displayed in the "Credits" display board. The levels go from 0 to 9999. When the game leaves Bay-Tek, the default ticket values are all set at 0. You can toggle through the ticket values using the "UP" and "DOWN" buttons.
6. Once the ticket value that you want is displayed in the "Credits" display board, push the "Hit the Brakes Now" button once. This will enter the value into the memory and it will turn the rack so that the next rack compartment will line up with the green arrow on the instruction panel.
7. The ticket value for the rack compartment in Zone 2 is now displayed in the "Credits" display board. Follow steps 5 and 6 to set the values for the rest of the rack.
8. If you only need to set one of the rack compartments ticket value, follow steps 1 through 4. You can toggle through the rack compartments using the "Hit the Brakes Now" button. Once you get to the rack compartment that you want, set the ticket value by pressing the "UP" and "DOWN" buttons.
9. When the skill value(s) that you want are entered for the whole rack, press the "SETUP" button. This will end the ticket value "Mode." The rack will start spinning again, and four dashed lines will appear in the "Credits" display board. After ten seconds, they will disappear, and the game will go back into the play "Mode."

MERCY TICKET SETTING (MODE 5)

It is possible to set a mercy ticket value. The values range from 0 to 10 tickets. Once the mercy ticket value is set, the Whistle Stop game will payout the mercy ticket value only when the player(s) miss one of the rack compartments. To set a value for the mercy ticket value, follow these simple steps:

1. Locate the rack setup bracket in the coin mech. compartment. It will look similar to diagram 1.
2. Push the "SETUP" button once. The value on the "Credits" display board change to "0" and then move from the right side to the left side.
3. The game is now asking for the "Mode" that you want to be in. Push the "UP" or "DOWN" button to toggle through the "Modes" until it reaches the 5th "Mode." (The number "5" will show up in the "Credits" display.)

MERCY TICKET SETTING (cont.)

4. Once you are in the 5th "Mode," push the "Hit the Brakes Now" button once. The rack will not stop like in the other "Modes." Instead, the number shown in the "Credits" display board will go to 0. (The default setting for the mercy ticket is 0.)
5. To change the mercy ticket value, push the "UP" or "DOWN" buttons to toggle through the values (0 through 10 tickets.)
6. Once the value that is wanted is displayed in the "Credits" display board, push the "Hit the Brakes Now" button once. Four dashed lines will appear in the "Credits" display board. After ten seconds they will disappear and the game will go back to the play "Mode."

MAINTENANCE SCHEDULE

A clean, well-maintained game will attract more players, operate more efficiently and in turn, generate more revenue. The following is a short list of general maintenance and cleaning information. We recommend you follow these procedures on a regular basis.
NOTE: WHEN SERVICING THE GAME, ALWAYS MAKE SURE THE UNIT IS TURNED OFF!

Weekly Basis:

- Clean the windows, mirror, and acrylic pieces with a soft cloth and glass cleaner.
- Clean the dollar bill validator (if game is equipped with one) with the dollar bill reader cleaning card that is included with the game.
- Inspect lighting for non-working halogen lights and fluorescent bulbs.
- Inspect the LED circuit boards for non-working LEDs.
- Fill the rack compartments with prizes.
- Vacuum the prize box and chute.

Quarterly Basis:

- Check the tension on the stepper motor belt. Make sure that it is tight.
- Check the calibration on the rack itself. (Refer to the **Rack Setup** section of this manual.)
- Check bolts and nuts on the rack assembly for tightness.
- Check the tightness of the mounting bolts and the operation of the ejector motor.

MAINTENANCE SCHEDULE (cont.)

Yearly Basis:

- Grease the grease fittings on the top and bottom bearings of the rack. Make sure to wipe off the excess grease.

TROUBLESHOOTING

Following is a list of malfunctions that may occur with your game. If you should experience a malfunction, follow the solutions in the order they are listed. If you can not solve the problem, replace the main board with a main board from a working game if available. This will enable you to isolate the problem to the main board. If you have a malfunctioning main board, please have the serial number ready and contact the service department at Bay-Tek for prompt shipment of an advanced replacement main board.
REMEMBER TO TURN THE GAME OFF WHEN SERVICING.

Game Has No Function:

- Check the ON/OFF switch on the powerstrip inside the game.
- Ensure proper connection to power outlet.
- Check for voltage at the outlet.
- Check for voltage at the powerstrip.

No Audio:

- Turn the volume control knob back and forth a few times.
- Check the connection of the audio cable at the main board.
- Check connections at speaker terminal.
- Replace the main board with the main board from a working Whistle Stop to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

If Game Is Equipped With A Ticket Dispenser:

Tickets Do Not Dispense:

- Check connections between the ticket dispenser and the main cable harness.
- Check the connection of the main cable at the main board.
- Replace the main board with the main board from a working Whistle Stop to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

Game Dispenses Wrong Amount Of Tickets:

- Clean opto-electronic beam breaker sensor located on the ticket dispenser circuit board. To clean, simply blow on sensor to get most of the debris out and finish with Isopropyl alcohol and a cotton swab.
- Check for the correct dipswitch settings on the main board.

TROUBLESHOOTING (cont.)

Game Dispenses Wrong Amount of Tickets (cont.):

- Replace the ticket dispenser with a ticket dispenser from a working game to isolate the problem to the ticket dispenser.
- Replace the main board with the main board from a working Whistle Stop to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

Dollar Bill Acceptor Does Not Function Properly:

- Refer to the Troubleshooting Section of the Dollar Bill Acceptor Manual that is included with the Whistle Stop Manual.
- Refer to the Diagnostics Label on the backside of the magazine on the Dollar Bill Acceptor.

Rack Assembly Does Not Stay Calibrated:

- Check the path of the Rack Assembly for obstructions such as prizes or the Ejector Motor's ejector arm.
- Check the tension of the Stepper Motor's belt/chain. The belt/chain gets adjusted by moving the Stepper Motor forward and back.
- Check the pulley on the top of the Stepper Motor. The pulley's setscrew should be tight so that the pulley can not spin freely on the motor's shaft.
- Check the operation of the Stepper Motor, replace if it is not working.
- Contact the service department at Bay-Tek.

Prize Ejector Does Not Push Out The Prize:

- Check the operation of the Tilt Plumb Bob, and cable connections at the Tilt Plumb Bob itself and the main board.
- Check the operation of the chrome ejector arm of the Ejector Motor.
- Check the operation of the Ejector Motor. Check for obstructions, check for power, and check cable connections.
- Check the Rack Assembly calibration.
- Contact the service department at Bay-Tek.

Attraction Lighting Not Functioning Properly:

- Check to see that the black telephone connectors on the main board are connected properly.
- Check the chaselight jumper board connections.
- Replace the main board with the main board from a working Whistle Stop to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

Stepper Motor Not Functioning Properly:

- Check the connections at the diode circuit board.
- Visually check the diode board for any malfunctioning diodes.
- Check the connection of the wire harness at the main board.

TROUBLESHOOTING (cont.)

Stepper Motor Not Functioning Properly

- Replace the main board with the main board from a working Whistle Stop to isolate the problem to the main board. If one is not available, contact the service department at Bay-Tek.

ERROR SIGNALS

Following is a list of error signals that will be displayed on the "Credits" display board when there is a malfunction with certain parts of the game. These are meant to help troubleshoot the game. The game will shut down if these error codes are on the display.

ERR 0

- Check the operation of the limit switch on the Ejector Motor; make sure that it is making contact with the ejector arm at the back of it's cycle.
- Check the wire harness connection on the limit switch.
- Check the connection of the wire harness on the main board.
- Replace the limit switch.

ERR 1

- This error code comes up when there is a problem with the memory chip on the main board. Change the memory chip.
- Replace the main board, or contact the service department at Bay-Tek.

ERR 2

- Check the Stepper Motor operation to make sure that it is turning. If it is not, troubleshoot the turning of the motor.
- If the motor is turning, change the Stepper Motor opto-sensor.

If game is equipped with a ticket dispenser:

LO

- Tickets are low. Replenish the ticket supply inside the front door behind the ticket mechanism.

SPARE PARTS PRICE LIST – WHISTLE STOP

Description	Part #	Price
BILL ACCEPTOR	A5AC9091	$855.00
CLEANING CARD FOR ACCEPTOR	A5CC9000	1.50
"HIT THE BRAKES NOW" BUTTON	A5PB9000	18.00
PUSH BUTTON – RED	A5PB6900	1.00
PUSH BUTTON – BLACK	A5PB6905	1.00
SPEAKER	A5SP1050	15.00
CASTER WHEEL	A5CA1001	9.00
CASTER WHEEL WITH BRAKE	A5CA1002	10.00
RAILROAD CROSSING SIGN	A5SI1000	35.00
TILT PLUMB BOB	A5TI1001	15.00
EJECTOR MOTOR ASSEMBLY	AAEM6900	195.00
STEPPER MOTOR	AAMO6901	550.00
SENSOR, REFLECTIVE OPTICAL	A5SE0001	35.00
BELT	A5BE1010	17.50
GLASS		
SIDE TEMPERED GLASS	A5TG1001	300.00
FRONT TEMPERED GLASS	A5TG1000	275.00
DECALS		
BOTTOM SIDES	A5DC1008	30.00
TOP FRONT	A5DC1005	15.00
BOTTOM FRONT	A5DC1006	15.00
TOP SIDES	A5DC1007	15.00
SAFETY WARNING	A5DC1011	3.00
PRIZE DOOR	A5DC1010	4.50
"TRAIN STATION"	A5DC1009	10.00
PLEXI		
FACEPLATE INSTRUCTION PLATE	A5FP1050	48.00
FACEPLATE – LEFT INSIDE	A5FP1051	40.00
FACEPLATE – RIGHT INSIDE	A5FP1052	40.00
PRIZE WHEEL – RACK COMPONENTS		
CAPSULE HOLDER	A5RA1001	40.00
JAR HOLDER	A5RA1002	40.00
BOX HOLDER	A5RA1005	40.00
CD HOLDER	A5RA1004	40.00
WATCH HOLDER	A5RA1003	40.00

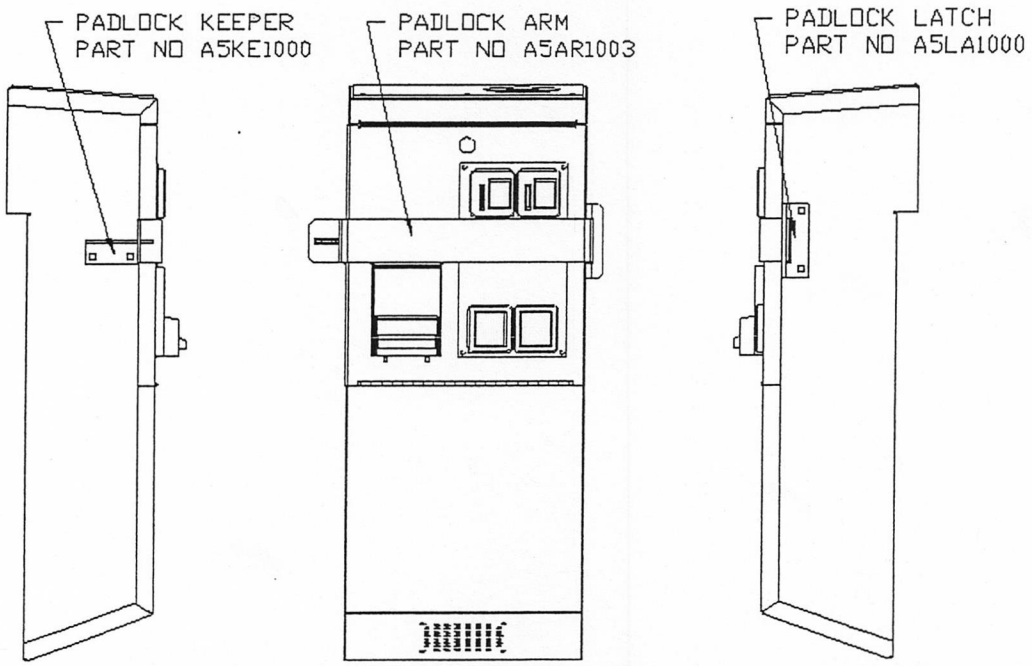
SPARE PARTS PRICE LIST - WHISTLE STOP (cont.)

Description	Part #	Price
LIGHTING:		
CHASE LIGHT 30-INCH	AACL6900	$ 75.00
CHASE LIGHT 50-INCH	AACL6906	85.00
CHASE LIGHT 50 1/2-INCH	AACL6905	85.00
HALOGEN LAMP ASSEMBLY	AALA6900	67.00
LAMP, HALOGEN, 12V, 20 WATT	A5LA9050	15.00
FLUORESCENT LIGHT ASSEMBLY	AAFL6901	25.00
ELECTRONIC BOARDS		
POWER SUPPLY	A5PS1001	150.00
ARC DISPLAY BOARD	AABD1051	350.00
ARROW DISPLAY BOARD	AABD1052	65.00
CREDIT DISPLAY BOARD	AABD1053	75.00
CHASELIGHT CONN. BOARD	AABD1055	25.00
DIODE BOARD	AABD1054	25.00
MAIN BOARD	AAMB5A	600.00
WHISTLE STOP SECURITY PACKAGE	AAWS-SP	30.00

WHISTLE STOP SECURITY PACKAGE PART NO AAWS-SP

BAYTEK 1/5/01

MARK AS SHOWN
DRILL 4- 1/4 DIA HOLES
FASTEN WITH 4- 1/4-20 X 3/4 CARRIAGE BOLTS AND 4- 1/4-20 LOCK NUTS



LOG SHEET FOR PRIZE EJECTIONS

Game number:
Game serial number:
Period beginning:
Period ending:

Zone #	Product	Product value	Difficulty	Beginning meter	Ending meter	Cost of goods sold
Zone #1						
Zone #2						
Zone #3						
Zone #4						
Zone #5						
Zone #6						
Zone #7						
Zone #8						
Zone #9						
Zone #10						
Zone #11						
Zone #12						
Zone #13						
Zone #14						
Zone #15						
Zone #16						
Zone #17						
Zone #18						

Total cost of goods sold	÷
Total cash earned	=
Payout percentage	

LOG SHEET FOR PRIZE EJECTIONS

Game number:
Game serial number:
Period beginning:
Period ending:

Zone #	Product	Product value	Difficulty	Beginning meter	Ending meter	Cost of goods sold
Zone #1						
Zone #2						
Zone #3						
Zone #4						
Zone #5						
Zone #6						
Zone #7						
Zone #8						
Zone #9						
Zone #10						
Zone #11						
Zone #12						
Zone #13						
Zone #14						
Zone #15						
Zone #16						
Zone #17						
Zone #18						

Total cost of goods sold	÷
Total cash earned	=
Payout percentage	

LOG SHEET FOR PRIZE EJECTIONS

Game number:
Game serial number:
Period beginning:
Period ending:

Zone #	Product	Product value	Difficulty	Beginning meter	Ending meter	Cost of goods sold
Zone #1						
Zone #2						
Zone #3						
Zone #4						
Zone #5						
Zone #6						
Zone #7						
Zone #8						
Zone #9						
Zone #10						
Zone #11						
Zone #12						
Zone #13						
Zone #14						
Zone #15						
Zone #16						
Zone #17						
Zone #18						

Total cost of goods sold	÷
Total cash earned	=
Payout percentage	

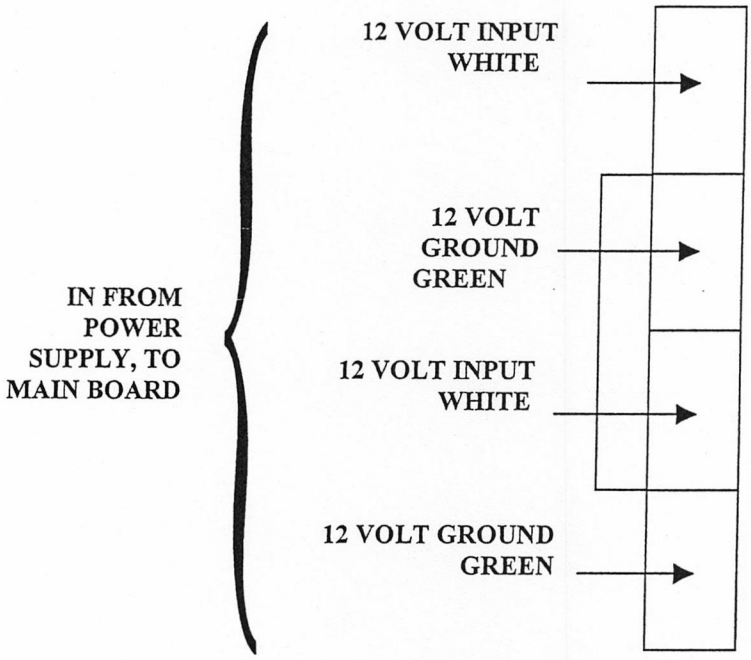
LOG SHEET FOR PRIZE EJECTIONS

Game number:
Game serial number:
Period beginning:
Period ending:

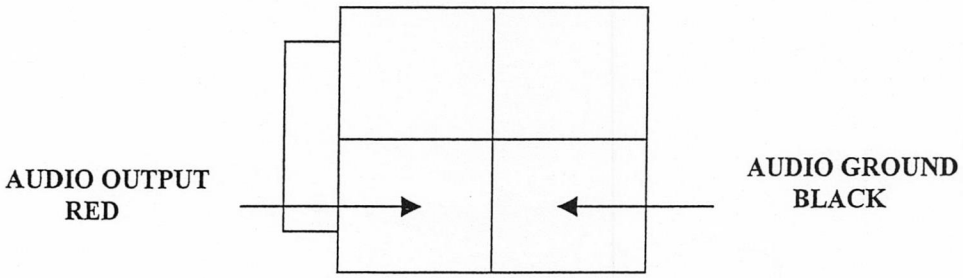
Zone #	Product	Product value	Difficulty	Beginning meter	Ending meter	Cost of goods sold
Zone #1						
Zone #2						
Zone #3						
Zone #4						
Zone #5						
Zone #6						
Zone #7						
Zone #8						
Zone #9						
Zone #10						
Zone #11						
Zone #12						
Zone #13						
Zone #14						
Zone #15						
Zone #16						
Zone #17						
Zone #18						

Total cost of goods sold	÷
Total cash earned	=
Payout percentage	

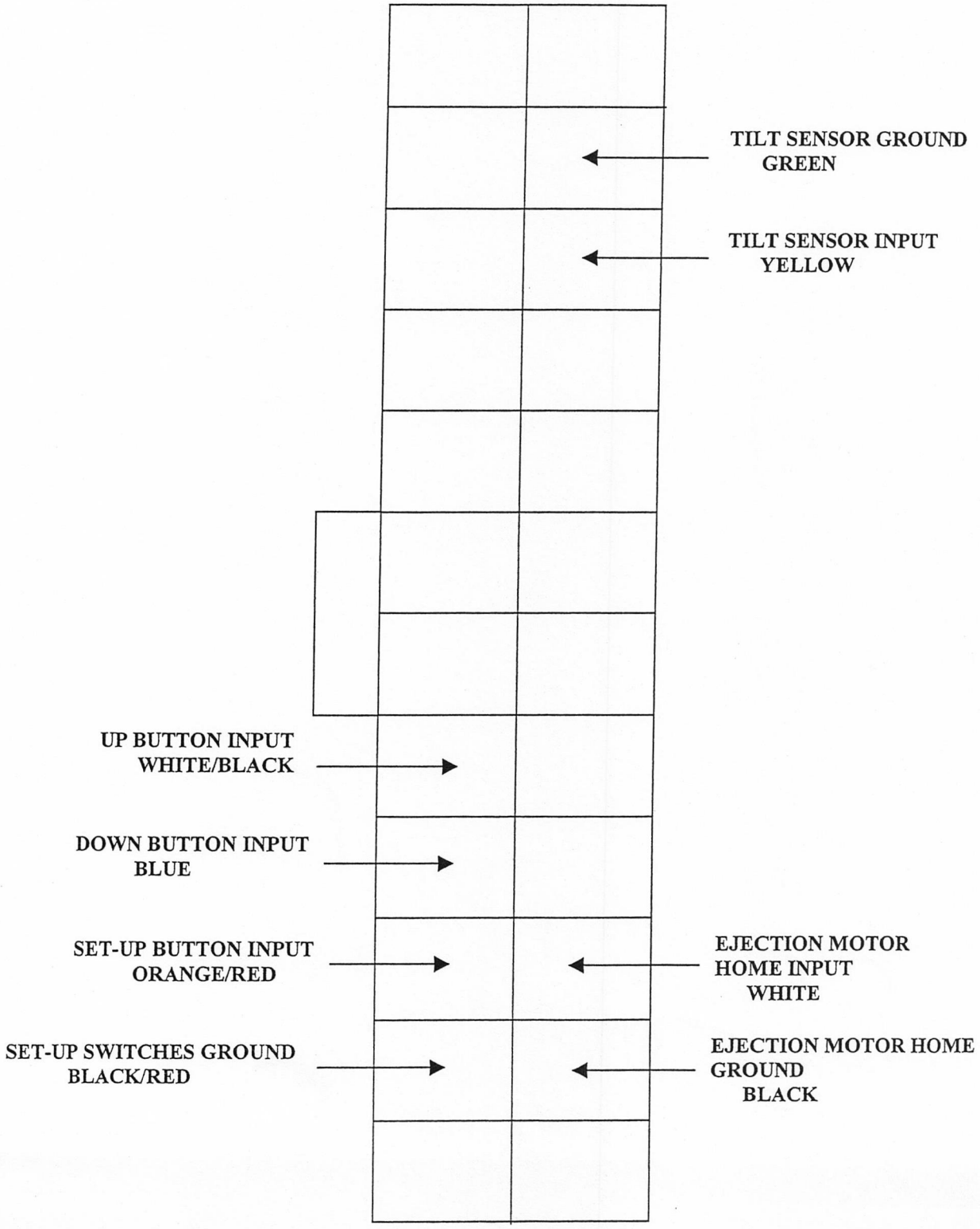
12 VOLT JUMPER CABLE (J1)
PIN - OUT



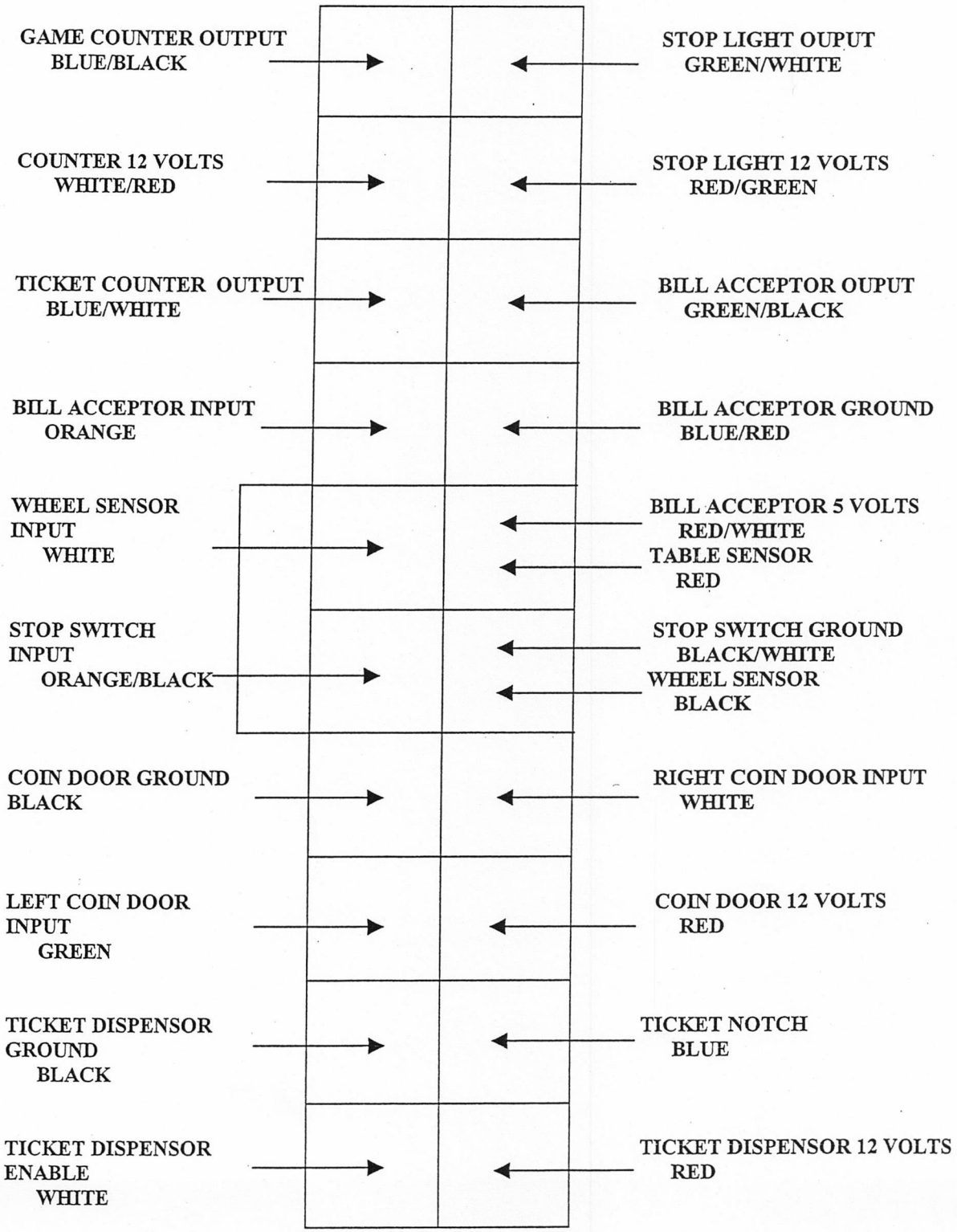
VOLUME CABLE (J2)
PIN - OUT



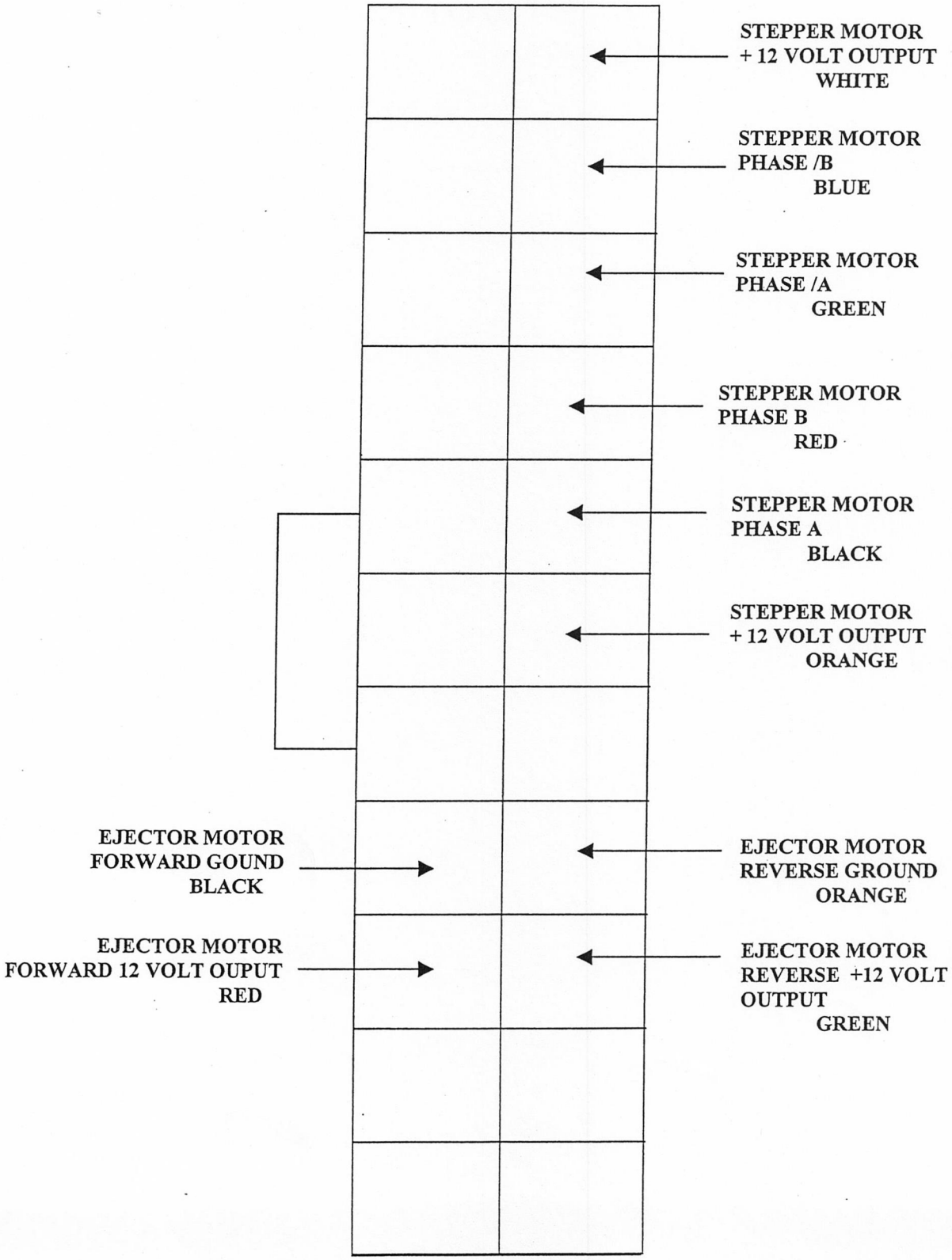
SET-UP SWICTHES, TILT, AND MOTOR HOME CABLE (J3) PIN - OUT



CONTROL BOX CABLE (J4)
PIN - OUT



EJECTOR AND DIODE BOARD CABLE (J5) PIN - OUT



WARRANTY INFORMATION

Bay-Tek, Inc. warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of six months from the date of installation.

Bay-Tek, Inc. will without charge, repair or replace, at its option, defective product or component parts upon notification to the factory service department. Serial number identification will be required for warranty consideration. Warranty replacement part(s) will be shipped immediately via ground service, along with an RMA number for the return of the defective part(s). Defective parts must be shipped back to Bay-Tek, Inc. unless otherwise instructed.

This warranty does not apply in the event of any misuse or abuse of the product, or as a result of any unauthorized repairs or alterations. This warranty does not apply if the serial number is altered, defaced or removed from its original position.

Should your game need servicing, determine the serial number from the logic unit of the game, and call 920-822-3951 or email service@bay-tek.com

REPAIR OF NON-WARRANTY UNITS

Should your game need servicing, determine the serial number from the logic, and call 920-822-3951 or email service@bay-tek.com. An estimate of repair charges will be quoted to you for approval.

Proceed in one of the two following ways:

1. Request immediate shipment of advanced replacement parts.
2. Send in the defective unit for repair and return.

If advanced replacement(s) are requested, you will receive with your parts an RMA number for the return of the faulty part(s). You must return defective parts within 14 days to avoid additional charges.

Should you choose to return for repair include the following:

a. Name, address and phone number including area code.
b. Game serial information
c. A purchase order number, work order number or signed authorization to perform service.

Repair and Return parts will be shipped back using the same mode of transportation under which they were received. Repairs are warranted for a period of thirty (30) days from the date installed into service.

MARS.
Bill Acceptor Series 2000

AE2400 Series
Installation Guide

GENERAL INFORMATION

This document contains information for installing the Mars Electronics AE2400 Series Bill Acceptor. This Bill Acceptor is designed to fit into the standard bill acceptor opening provided by amusement machine manufacturers. It mounts on either the existing four mounting studs located in the amusement machine or on the mounting bracket provided in various mounting kits.

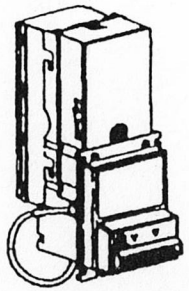


Figure 1

Features of the AE2400 include:

- $1,$2, and $5 bill acceptance
- Four direction bill acceptance
- Coupon configuration
- Lighted bezel (on Compact model only)
- Easy access to the bill path even while mounted
- Diagnostic LED (see back of unit)
- Enhanced security
- Factory set to four pulses per dollar

INTERFACE OPTIONS

The 24V and 115V AE2400 supports pulse interfaces. Depending upon the model you order, one of the following harnesses will be supplied:

250079022	115 VAC Power / Enable Cable (Pulse Interface)
250071021	24 VAC Power / Enable Cable (Pulse Interface)

For further information on either interface harnesses or mounting kits, please contact your supplier or Mars Electronics Service Center.

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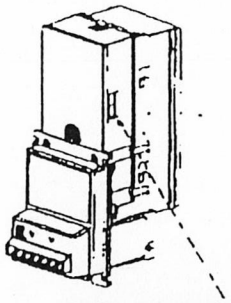
Part # 250057042
Revision G1

INSTALLATIC STRUCTIONS

1. Set Bill Acceptor option switches. See Figure 2.



Note: When you receive the product, all switches are off. This will automatically enable the options as follows:

- Accept $1,$2,and $5 dollar bills.
- *Four way accept.*
- High Security accept.
- 50ms on/50 ms off pulse (short pulse).
- Four pulses per dollar.
- Always enable.

Important note: Placing any switch ON will override the above options, and the Bill Acceptor will operate according to the switch settings labell (See Figure 2)

NOTE: The unit may be configured with the attached coupon rather than using the option switches. *For coupon configuration, turn all option switches OFF and proceed to Coupon Configuration Instructions on page 4.*

SWITCH	DESCRIPTION
1,2	Combination of these two switches selects number of enabled bill directions.
3	Position allows either acceptance or security to be maximized.
4,5,6	Individual switches enable or disable corresponding bill denomination.
7	Position allows for either one (1) or four (4) pulses per dollar. One pulse = 50ms on/50ms off.
8	Position allows for either Always Enable, acceptance at all times or Harness Enable, acceptance by way of controller.

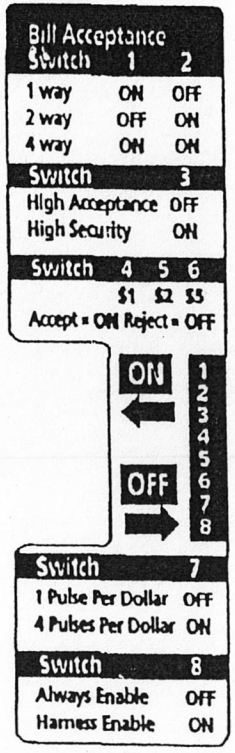


Figure 2

2. Remove power from the amusement machine.

3. Install the AE2400 onto the Bill Acceptor mounting studs and through the mounting hole of the amusement machine. Secure using the appropriate hardware.

INSTALLATION INSTRUCTIONS (CONTINUED)

4. Connect the AE2400 to the appropriate interface harness. A power cord (available separately - Mars Part No. 01-12-139-4- 110V only) may be used for supplying power to the bill acceptor and for routing pulse credits to a coin switch.

Forcing harness(es) into bill acceptor will cause pins to bend or break!

On 110V units, attach the enclosed tie-wrap to the mounting stud closest to the harness connection on the Bill Acceptor. Pull tie-wrap tightly around harness wires, including ground wire (equipped with ring terminal), to provide strain relief. See Figure 3.

5. On 110V units, place the ring terminal of the grounding wire to an earth ground location within the amusement machine. Secure with the appropriate hardware.
IMPORTANT NOTE TO OEMs: Step 5 must be performed prior to Machine Dielectric Voltage - Withstand (Hi-Pot) Testing.

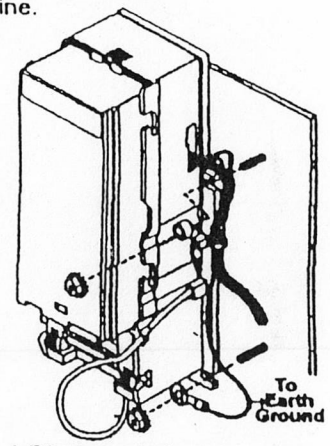


Figure 3

6. Apply power to the machine. Observe that the LED status indicator on the back of the AE2400 is ON and NOT flashing. This condition indicates that the unit is ready to accept bills.
   - If the light is OFF, check to ensure that power has been applied.
   - If the light is flashing, refer to the label located on the back of the magazine for a description of diagnostic codes.

7. Check operation
   - Insert a $1 bill and observe that it is accepted and stacked.
   - *Repeat for other enabled bills.*
   - Insert a $5 bill and verify that proper credits have been established.
   - If the machine display indicates that a credit was missed; reconfigure the AE2400, using coupon, for LONG PULSE.(60ms on/300ms off)

8. Remove bills and check status
   - Instructions for bill removal are located on a label at the back of the magazine.
   - Verify that the LED status indicator remains steady ON.

OUPON CON RATION (ALL SWITCHES OFF)

Carefully remove the coupon from this Installation Guide. Copies are usable if made on a standard, carbon-based, non-color copier, AND if cut to match the size of the attached coupon. (Coupon can be found on page 9.)

.Fill out the coupon using a #2 pencil. Fill in one block for each line. Do ot mark the back of the coupon.

Section 1 - Bill Direction Enable one or two-way (face-up) or four–way acceptance (all directions).

Section 2 - Bill Denomination Fill in one block for each denomination. Select High Accept for maximum bill acceptance. Select High Security for a higher level of discrimination. Select OFF to reject bills of that denomination.

Section 3 - Pulse Timing Select either SHORT or LONG pulse timing.

Section 4 - Pulses per Dollar Most machines use four pulses per dollar.

Section 5 - Bezel Lights Select ON or Flashing (Compact Bezel only).

3. **Locate the service button** on the back of the unit (refer to Figure 4). depress the button once to enter coupon set-up mode. Depressing again will exit the mode

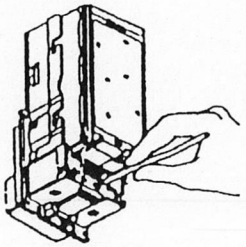


Figure 4

4. **Insert coupon and verify settings were accepted.**

ACCEPTED: Coupon returned immediately and LED flashes 10 times when coupon pulled out.

REJECTED: Coupon returned after ten seconds. LED flashes number of times corresponding to section improperly filled out. Example: Six flashes for improper section six. If rejected, review instructions or try new coupon.

CLEANING

The AE2400 series will not need cleaning as often as magnetic sensing Bill Acceptors. If cleaning is required, use a soft cloth moistened with mild, non-abrasive detergent. Refer to label located on the back of the magazine for cleaning instructions.

CHECK LIST

If a problem occurs	Please check the following
Unit dead (won't power up)	1. Harness(es) may be loose, not properly connected, or bent pins 2. Check source voltage to ensure that power is being supplied to the bill acceptor.
Red message light flashing twice (disabled from mech / VMC) NOTE: If flashing other than twice refer to label located on back of the magazine.	1.Check settings on the bill acceptor to ensure that proper interface options are being used If only the 9 pin power cable is being used make sure that switch # 8 is in the off position (Always Enable)
Unit takes a bill, but won't credit	1 Check pulse signal to ensure that the proper signal has been selected (long / short pulse)